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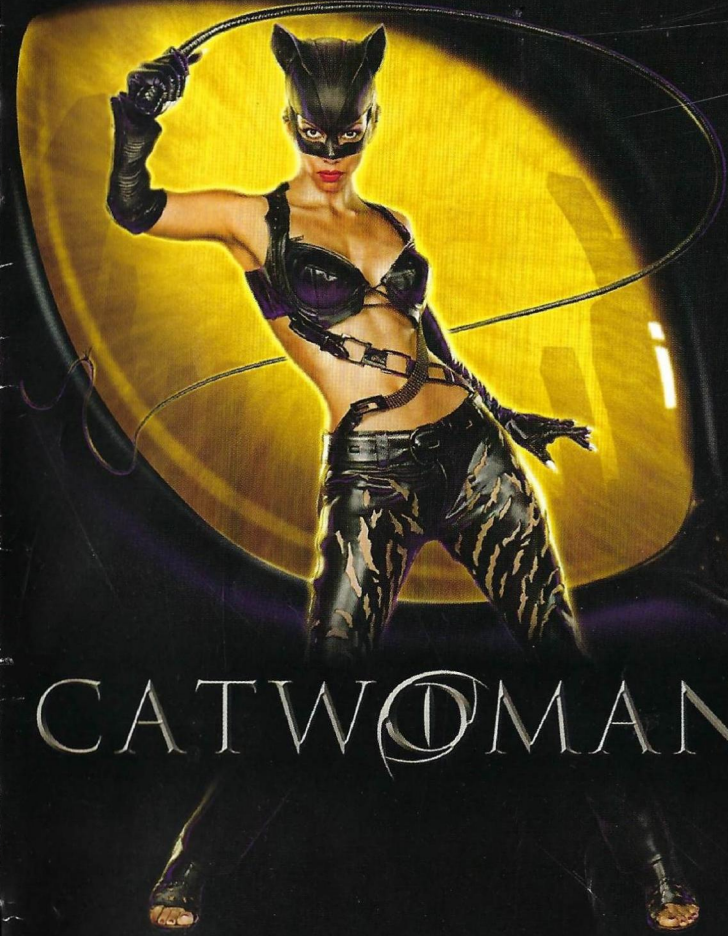
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# CATWOMAN™



**INSTRUCTION BOOKLET**



*Vivid's Lair*

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

**⚠ WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

**⚠ WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

**⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

**⚠ CAUTION - Laser Device**

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

**CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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1 Player

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Vimm's Lair

# GETTING STARTED

## NINTENDO GAMECUBE™



1. Turn OFF the Nintendo GameCube™ by pressing the POWER Button.
2. Make sure a Nintendo GameCube™ Controller is plugged into the Nintendo GameCube™ Controller Socket 1.
3. Press the OPEN Button to open the Disc Cover then insert the *Catwoman*™ Game Disc into the Optical Disc Drive. Close the Disc Cover.
4. Press the POWER Button to turn on the Nintendo GameCube™ and proceed to the *Catwoman* title screen. If you can't proceed to the title screen, begin again at step 1.
5. At the *Catwoman* title screen, press **START/PAUSE** to advance to the Main menu.

# COMMAND REFERENCE

## NINTENDO GAMECUBE™ CONTROLLER CONFIGURATIONS



### MENU CONTROLS

Highlight menu items	+Control Pad or Control Stick ⇄
Select/Go to next screen	A Button
Cancel/Return to previous screen	B Button

## INTRODUCTION

Patience Philips is a shy, sensitive artist who works for Hedare Beauty, a giant cosmetics company on the verge of releasing a revolutionary anti-aging product. Tragically, her life is cut short after she stumbles across a dark corporate secret.

As her body lies washed up on a beach, an otherworldly Egyptian cat named Midnight happens upon her and brings her back to life. In a mystical twist of fate, Patience finds herself transformed into a unique being empowered with the agility, speed, strength, and senses of a cat.

Beautiful and mysterious, Catwoman vows to exact revenge on her enemies. Treading a thin line between good and bad, she is wild, dangerous, and prepared to sink her claws into anyone who dares cross her path.

There's a new feline in town and the temperature is about to rise...

## COMPLETE CONTROLS

Master these controls and take charge of this feisty feline.

### MENU CONTROLS

Select	<b>A</b> Button
Back/Cancel	<b>B</b> Button
Highlight menu item	Control Stick or <b>+</b> Control Pad $\leftrightarrow$

### GAME CONTROLS

CONTROL	ACTIONS
Movement	Control Stick
360-degree Whip & Combat	<b>C</b> Stick
Crouch/Combat mode	<b>L</b> Button
Jump	<b>R</b> Button
Run on all fours	Press the <b>L</b> Button while pressing the Control Stick
Hunting mode (See <i>Cat Sense</i> on p. 9.)	Press and hold the <b>Z</b> Button
Camera control	<b>+</b> Control Pad
Pause	<b>START/PAUSE</b>

### MOVES AVAILABLE TO BUY

Taunt	<b>B</b> Button
Pose	<b>A</b> Button
Domination mode toggle	<b>Y</b> Button

## SETTING UP THE GAME

### MAIN MENU

At the title screen, press **START/PAUSE** to bring up the Main menu. This is where the adventure begins.

### NEW GAME

Highlight and press the **A** Button to begin Catwoman's adventure.

### CONTINUE GAME

Highlight and press the **A** Button to load a previously saved game.

### OPTIONS

Highlight and press the **A** Button to access a list of options:

**NOTE:** Default options are marked in **bold** in this manual.

#### Game Options

<b>SUBTITLES</b>	Turn <b>ON</b> or <b>OFF</b> .
<b>RUMBLE</b>	Turn <b>ON</b> or <b>OFF</b> .
<b>CAMERA LOOK</b>	Choose between <b>NORMAL</b> and <b>REVERSED</b> .
<b>CAMERA ROTATION</b>	Choose between <b>NORMAL</b> and <b>REVERSED</b> .

#### Audio Options

<b>SPEAKER MODE</b>	Choose from <b>MONO</b> , <b>STEREO</b> , and <b>PRO LOGIC II</b> .
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#### Visual Options

<b>WIDESCREEN</b>	Turn <b>OFF</b> or <b>ON</b> .
<b>SCREEN ADJUST</b>	Adjust the position of the screen by pressing the Control Stick or <b>+</b> Control Pad $\leftrightarrow$ , $\updownarrow$ .
<b>SCREEN BRIGHTNESS</b>	Adjust the screen brightness by pressing the Control Stick or <b>+</b> Control Pad $\leftrightarrow$ .

### COMIC

Highlight and press the **A** Button to take a look at the comic (see *Comic* on p. 11).

## PLAYING THE GAME

Catwoman is sleek, sophisticated and knows how to move. Master her skills and watch her dominate her environment.

### GAME SCREEN

Domination Bar



Enemy

## OBJECTIVES AND SCORING

Objectives are displayed at the beginning of each scene. They contain a number of moves Catwoman needs to perform in order to achieve 100% success. At the end of each scene, the score converts into diamonds that you can use to purchase new abilities. Every 1000 points converts into one diamond.

To bring up the objectives at any time, press **START/PAUSE** to pause the game and press the Control Stick or **+Control Pad**  $\leftrightarrow$  to highlight OBJECTIVES. The Objectives are as follows:

### Wild Cat Moves

Use the scenery to knock a bad guy out of the fight – breakable scenery, dumpsters, balconies and windows are a few examples. See *Enemies* on p. 9. Kick enemies into each other.

Throw an item with the whip and hit an enemy with it.

### Scaredy Cat Moves

Attack a scared enemy.

### Alley Cat Moves

Get through an area using Catwoman's feline agility.

### Pussycat Moves

Successfully execute a domination move (pose or taunt).

Roughing it up with the bad guys and fulfilling objectives increases your score. When Catwoman performs a move that adds to your score, its name appears on screen.

## MOVES

### STRIKE

Hit a foe with a kick or whip butt.

### RAPID STRIKE

Hit two different bad guys in quick succession.

### CUT OFF

Whip the radio out of an enemy's hand.

### DISARMED

Whip the gun out of a foe's hand.

### EVADE

Dodge a bullet.

### FLIPPED

Execute a backwards kick while a bad guy is grappled.

## WILD CAT MOVES

### EJECTED

Knock a foe through an exit.

### TRASHED

Knock a foe into a breakable part of the scene.

### DOMINO

Knock a foe into another NPC.

### THWACK

Throw an object with the whip and hit a bad guy with it.

### DROPPED

Knock a foe over a balcony.

## PUSSYCAT MOVES

### TAUNT ATTACK

Complete the Taunt move successfully.

### POSE ATTACK

Complete the Pose move successfully.

## ALLEY CAT MOVES

### AGILITY

Complete an Alley Cat move successfully.

Once an objective has been displayed, its name slowly fades. If Catwoman performs another objective before the text disappears, the normal score for that move is multiplied.

**NOTE:** Catwoman can only chain together similar moves, so performing an Alley Cat or Pussycat move when there is a Wild Cat x4 on the screen still only results in an Alley Cat or Pussycat move. Wild Cat and Scaredy Cat moves are interchangeable, so performing a Scaredy Cat move when there is a Wild Cat x4 on the screen results in a Scaredy Cat x5 and vice versa.

## ENEMIES

Enemies can be temporarily stunned but they always get up and come back for more. Catwoman can show them who is really in charge by overpowering them and kicking them into traps such as crates. Once they are caught in a trap, there is no escape.



## FIGHTING

Catwoman can unleash a flurry of stylish, fluid Capoeira moves upon enemies. To attack foes with her unique combat skills, press and hold the **L** Button to crouch and move the **C** Stick to kick.

## CLIMBING

To climb, crouch (the **L** Button) at the base of a wall and press the Control Stick towards it, or jump onto it when running upright. When Catwoman cannot climb any higher, she slips slowly down.

To jump off the wall or gate, press the **R** Button.

To jump to an opposite wall and continue climbing, press the **R** Button.

**NOTE:** Catwoman cannot run up a slippery surface, such as sheet metal or glass.

## WHIP

Catwoman dominates her enemies with her 360-degree whip (the **C** Stick), giving her complete control and the edge over her opponents. She can crack her whip, attack her enemies, and pick up and throw items.



**NOTE:** Look out for other whip abilities that you can purchase later in the game.

## POLE JUMPING

Jump onto a pole by pressing the **R** Button. When hanging, press the **L** Button to swing and press the **R** Button to jump off. Release the **L** Button to stop swinging. When hanging, press the Control Stick  $\downarrow$  to drop off, press the Control Stick  $\uparrow$  to jump onto the pole, or press the Control Stick  $\leftrightarrow$  to turn around.

Catwoman can also combine these slick moves with the whip. To jump onto a pole directly above the one Catwoman is on, stop swinging, climb on top, jump, then whip with the **C** Stick to grab hold of the pole above her. When she is hanging from her whip, press the Control Stick  $\uparrow$  to make her climb it and hang from the pole.

**NOTE:** When Catwoman is on a pole, and there is another close by, time the jump and she will jump onto the next one.

## CAT SENSE

Catwoman has unique abilities that allow her to be in-tune with her surroundings. Cat Sense increases her awareness of her environment, giving her the intuition of a cat, and heightening her senses to super-human levels.

To trigger Cat Sense, press and hold the **Z** Button to go into Hunting mode and move the **C** Stick to look around. If there is important information nearby, Catwoman picks it up with her Cat Sense.

As she looks around, hidden or remote targets such as enemies or objects are revealed. The closer the target is to Catwoman, the clearer it is. Scent trails and Midnight's paw prints can also help guide Catwoman.

## HUNTING THE WEAKEST PREY

If Catwoman is surrounded, press and hold the **Z** Button to go into Hunting mode and quickly identify the weakest enemy to attack (spot him by his yellow glow). This is only available when the Smell Fear ability has been purchased.

## MIDNIGHT THE CAT

If Catwoman comes across this little feline, she's in luck. When she finds him, he gives her nine lives so she can be resurrected on the spot if she runs out of energy. When Catwoman's in close proximity to Midnight, she can use Hunting mode to hear him meowing.

**NOTE:** Midnight's paw prints and scent trails can also help guide Catwoman.

## DOMINATION BAR

The Domination Bar represents Catwoman's health and power levels. When she is attacked, it depletes. The amount it decreases depends on the strength of the attack.

The Domination Bar increases every time the score hits a milestone (every 5000 points).

If the Domination Bar reaches 100%, it flashes to indicate that you can trigger Domination mode by pressing the **Y** Button. When Domination mode is activated, Catwoman's abilities are enhanced for a limited time. The strength and speed of her fighting skills become deadlier in this mode, giving her the chance to attack her enemies more easily.

**NOTE:** You can deactivate Domination mode by pressing the **Y** Button again.

## END OF SCENE STATISTICS

When you complete a scene, statistics are displayed and your progress is scored. The Current score, Previous Best, and points awarded also appear. The score is then converted into diamonds so you can buy new moves.

### SCENE OBJECTIVES

Details how she performed against the objectives set at the beginning of each scene.

### COMBAT BONUS

Shows how much Catwoman used the environment when fighting.

### MIDNIGHT BONUS

Shows whether she has discovered Midnight in the scene and how many times he has helped her out.

### BLING FRAGMENTS

Shows how many pieces of 'bling' she has picked up. These particular treasures boost the points total for the scene.

### SCENE SCORE

Displays the score in the current scene. Every 1000 points converts into one diamond.

Choose **CONTINUE** to go on to the next scene, or **REPLAY SCENE** to repeat the scene and try to improve upon your previous score. If you beat your previous high score, you are rewarded with more diamonds.

Choose **DETAILED STATISTICS** to see a breakdown of your scores. Press the Control Stick or **+Control Pad**  $\leftrightarrow$  to toggle between each category.

## PURCHASING MOVES AND ABILITIES

The Purchase screen allows you to buy new moves and abilities for Catwoman using the diamonds earned through the scenes. These include new whip skills, enhanced Cat Sense abilities, Domination mode, and even new combat moves.

On this screen, a green diamond means that you can afford the ability, a red one means you cannot afford it yet, and a white diamond means you have already bought it.

## REWARD SCREEN

At the end of each scene, you are informed of any comic book items you have unlocked. These can be moves that you have learned in the scene, or other bonus items. Go to the Comic screen to view these new items.

## COMIC

This is the place where you can find out how to use all those great new moves and abilities. Access the Comic screen at the Main menu and highlight the choices by pressing the Control Stick or **+Control Pad**  $\leftrightarrow$ . Press the **A** Button to select a feature.

### CAT BASICS

Shows basic moves and how to control the game (e.g. Camera).

### FELINE AGILITY

Displays all of the feisty feline's cat-like moves.

### CAT FIGHTING

Shows all of Catwoman's combat moves.

### FELINE SPECIALITIES

Shows all the movements and abilities available to buy.

### GALLERY

Review the concept art behind this game.

### VAULT

Discover the secret code to unlock the 'Special Edition' extras in the game.

### CREDITS

Take a look at who made this game.

## IN-GAME OPTIONS

To bring up a selection of options in-game (see *Options* on p. 7), press **START/PAUSE**. To toggle between each option, press the Control Stick or **+Control Pad**  $\leftrightarrow$ . Press the **A** Button to select an option or the **B** Button to go back.

## HINTS AND TIPS

- To dodge bullets, Catwoman can roll out of the way. To roll, press the **L** Button, press the **R** Button, and move the Control Stick.
- Got the hang of climbing? To get to those out-of-reach places, Catwoman can jump from one wall to another.

## SAVING AND LOADING

To save a game, choose one of the save slots (Cat Eyes) and save onto the Nintendo GameCube™ Memory Card. Press the Control Stick or **+Control Pad**  $\leftrightarrow$  and select **YES** or **NO**.

**NOTE:** You must select a save slot every time you want to save your progress.

To save a game during the middle of gameplay, press **START/PAUSE** to pause the game and select **SAVE GAME**. This saves the game status at the last Checkpoint Catwoman has passed.

**NOTE:** Catwoman is alerted to a Checkpoint every time she goes through one.

At the Main Menu, choose **CONTINUE GAME** to continue a previous saved game (as long as you haven't removed the Memory Card). To load different save games, select **Options** from the Main menu, then **Game Options** and **LOAD GAME**.

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